TWO NEW MEGA-SERIES START INSIDE!

# sonic the comic

95p

Number 7 21st August 1993

Britain's OFFICIAL SEGA COMIC

Every Fortnight

starring SONIC THE HEDGEHOG

NEW

## STREETS OF RAGE MEET THE STREET FIGHTERS!

NEW

## KID CHAMELEON

MEET THE MULTI-HERO KID!

PLUS 100 SONIC 2 BOOKS TO BE GIVEN AWAY FREE

NEWS, REVIEWS, THE Q ZONE - AND MORE!

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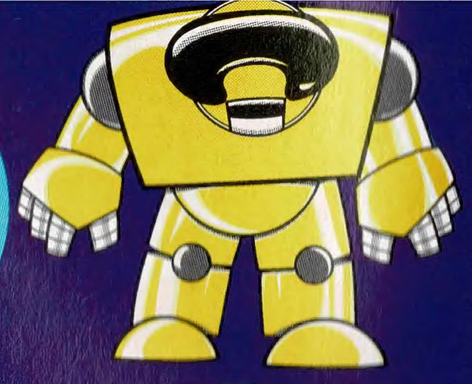
# CONTROL Zone



*Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.*

## Welcome Screen

Hey Boomers!

Welcome to a new era of STC thrills! Two major new series make their debut in this issue. You may think you know all about STREETS OF RAGE and KID CHAMELEON, having played the chart-topping Sega games of the same names, but think again. STC brings you all-new stories based around the characters and locations featured in the games. In the case of STREETS OF RAGE, read, for the first time, how Axel, Blaze and Max left a corrupt police force to bring justice to those raging streets!

In KID CHAMELEON you'll learn more about Casey's life outside the virtual reality world of Wild Side as well as how he changes into the incredible characters of Red Stealth, Berserker, Cyclone and many others. You're in for a wild ride, Boomers!

In all this excitement let's not forget the star of our comic - ol' blue spikes himself, Sonic! Big things are in the wind for Sonic and his pals as a very significant event is about to take place on the Planet Mobius! Keep your scanners tuned to these pages.

By the way, this issue also features a mega freebie with 100 (count 'em) copies of Tony Takoushi's guide to SONIC 2 book. Get writing now, Boomers, there's sure to be a rush for these.

If you think The Tak is the only talented scribe working for STC, you'd be very wrong. Game Guru David Gibbon, keeper of the Q Zone, has just had published the 2nd edition of THE COMMERCIAL GAMES PROGRAMMER'S GUIDE (Kuma, £9.95). This technical tome is for any Boomer wanting to seriously get into the world of games programming.

Don't forget, Boomers, I want to hear what you think of STC's fab new line-up of strips. Get writing and drawing.

Megadroid

## Sonic Goes Scouting

The UK Scouting Movement gets into some serious Sonic action this autumn as it joins forces with Sega to launch the SONIC SPEED CHALLENGE. This involves selling special Sonic The Hedgehog Scratchcards to raise money for The Promise Appeal, to help the Scout Movement, between 18th September and 18th December.

Each Sonic Scratchcard will carry three questions on the theme of speed. Reveal three correct answers and you could win a prize. These range from posters, Game Gears, Master Systems and Mega Drives to the top prize of a Mega CD. In addition, cards with three correct answers can be used to get 10% of the price of Sega game carts at any Comet store in the country. Cards will be priced at 50p each, with 15p of that going to the local Scout Group and 35p going to the national Scout appeal.

Scouts and Cub Scouts themselves can take part in the Sonic Speed Challenge by participating in special speed challenges within their local groups. This involves attempting to set new time records for typical Scouting activities such as putting up tents, lighting fires, tying knots and running relays.

Other parts of the scheme will award certificates, T-shirts and Sega baseball jackets. In addition, every Scout who takes up the Challenge will get an exclusive, limited edition Sonic Woggle (I kid you not!).

## The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · new entry · re-entry

### MEGA DRIVE

| | | |
|---|---|---|
| 1 | new | JUNGLE STRIKE |
| 2 | new | MICRO MACHINES |
| 3 | ▼ | COOL SPOT |
| 4 | ▼ | FLASHBACK |
| 5 | ▼ | PGA TOUR GOLF |
| 6 | ▼ | ECCO THE DOLPHIN |
| 7 | ▼ | SUPER KICK OFF |
| 8 | ▼ | SONIC THE HEDGEHOG 2 |
| 9 | ▼ | TINY TOONS: BUSTER'S TREASURE |
| 10 | ▼ | FATAL FURY |

### MEGA CD*

| | | |
|---|---|---|
| 1 | — | ROAD AVENGER |
| 2 | new | ROBO ALESTE |
| 3 | new | TIME GAL |
| 4 | ▼ | AFTERBURNER 3 |
| 5 | ▲ | BLACK HOLE ASSAULT |
| 6 | ▼ | SHERLOCK HOLMES |
| 7 | ▼ | JAGUAR XJ220 |
| 8 | ▼ | PRINCE OF PERSIA |
| 9 | ▼ | WOLFCHILD |

### MASTER SYSTEM

| | | |
|---|---|---|
| 1 | — | SONIC THE HEDGEHOG 2 |
| 2 | ▲ | MICKEY MOUSE 2 |
| 3 | ▲ | TAZ-MANIA |
| 4 | ▼ | WIMBLEDON TENNIS |
| 5 | ▲ | LEMMINGS |
| 6 | ▲ | G-LOC |
| 7 | new | TECMO WORLD CUP |
| 8 | — | ALIEN STORM |
| 9 | RE ▲ | ALIEN 3 |
| 10 | RE ▲ | GHOSTBUSTERS |

### GAME GEAR

| | | |
|---|---|---|
| 1 | ▲ | SONIC THE HEDGEHOG 2 |
| 2 | ▼ | MICKEY MOUSE 2 |
| 3 | ▲ | LEMMINGS |
| 4 | ▲ | MICK & MACK: GLOBAL GLADIATORS |
| 5 | ▲ | WIMBLEDOM TENNIS |
| 6 | ▲ | STREETS OF RAGE |
| 7 | ▼ | WWF STEEL CAGE CHALLENGE |
| 8 | ▼ | BATMAN RETURNS |
| 9 | new | TERMINATOR |
| 10 | ▼ | NINJA GAIDEN |

*Mega CD chart covers only games released so far.

SPONSORED BY PENGUIN BISCUITS · ELSPA CHARTS COMPILED BY GALLUP

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THE OIL OCEAN ZONE: SITUATED HIGH IN THE NORTHERN HEMISPHERE OF PLANET MOBIUS.

NEVER THOUGHT WE'D FIND OURSELVES COMING BACK TO *THIS* DUMP!

MOVE IT TAILS! LET'S LAND AND GET THIS OVER WITH!

# Sonic THE HEDGEHOG

## SUPER SONIC

SONIC! THANKS FOR COMING, BUT I THINK IT MAY ALREADY BE TOO LATE!

SONIC

WE'VE BEEN FIGHTING THIS FIRE FOR *THREE DAYS* NOW. IF IT SPREADS ANY FURTHER THE *WHOLE* OF OIL OCEAN ZONE IS LIABLE TO GO UP!

RED

WE'VE THROWN EVERYTHING WE HAVE AT IT BUT IT'S NO USE. I'LL HAVE TO ABANDON THE SITE...

HOLD IT, PAL, THERE'S *ONE* THING YOU HAVEN'T TRIED YET...

**Script:** Nigel Kitching **Art:** Richard Elson **Lettering:** Elitta Fell

...SONIC POWER!

DO YOU KNOW WHAT HE'S DOING?

SURE, THIS IS ONE OF SONIC'S FAVOURITE PARTY TRICKS!

BY RUNNING AROUND THE FIRE SONIC IS CREATING A SONIC-CYCLONE.

A VACUUM WILL BE FORMED AT THE BASE OF THE FIRE WHICH SHOULD MAKE IT...

WHOOOM!

...GO OUT...

THAT WAS FUN!

OKAY RED, WHAT'S NEXT?

AH... IT'S LIKE THIS, SONIC. ME AND MY BOYS WERE CALLED IN TO CLEAN UP OIL OCEAN ZONE. BUT THERE'S A PROBLEM.

THIS PLACE IS A *DEATH TRAP*, WE CAN HARDLY MOVE WITHOUT THE *FLOOR* GIVING WAY OR *FLAMES* LEAPING OUT OF THE GROUND.

YEAH, I REMEMBER...

WE NEED SOMEBODY WHO KNOWS THE PLACE TO GO TO THE CONTROL ROOM AND DE-ACTIVATE THE TRAPS. WE WERE SORT OF HOPING YOU...

*HEY!* DON'T SWEAT IT, BUDDY! *NATURALLY* YOU THOUGHT OF ME!

THEN HE'D BETTER THINK AGAIN!

*AARGH!*

*FRASSH!*

AN *AQUIS*! DON'T DARE COME AT ME FROM THE FRONT, EH?

OF COURSE NOT. I'M NOT *STUPID*!

AND I'M DEFINITELY NOT GIVING YOU TIME TO RECOVER!

GIVE IT UP, SONIC, *YOU'RE FINISHED!*

NO WAY I CAN GET A GRIP IN THIS OIL!

LOOKS LIKE I'M GONNA HAVE TO GO WITH THE FLOW!

*BOOM!*

YECHH! THIS OIL IS TOTALLY DISGUSTING. IF IT STAINS MY POWER SNEAKERS, SOME-BODY'S GOING TO PAY!

GRUT!

THIS IS IT, SONIC!

NO CHANCE! EVEN IN THIS GUNK, I'M TOO FAST FOR YOU TO HIT!

I DON'T HAVE TO HIT YOU. LOOK AROUND SONIC, YOU'RE UP TO YOUR SPIKY LITTLE NECK IN OIL.

YOU KNOW WHAT? YOU'RE STARTING TO GET ON MY NERVES...

FRYING TONIGHT!

SONIC!!

ROAST HEDGEHOG, ANY-ONE? I'M AFRAID IT MIGHT BE A LITTLE OVERDONE.

FROOM!

SONIC...

I'M SORRY, SON, BUT I THINK HE'S GONE.

RED

RAAAAAAA!

WHAT ON MOBIUS IS *THAT?*

IT... IT'S **SUPER SONIC!**

I'VE ONLY EVER SEEN THIS HAPPEN TO SONIC ONCE BEFORE -WHEN HE ABSORBED TOO MANY MOBIUS RINGS.

WE'D BETTER KEEP OUR HEADS DOWN, SONIC'S PRETTY OUT OF IT WHEN HE'S LIKE THIS.

COMING TO GET YOU! GONNA GET YOU REAL GOOD!

THIS I DO NOT LIKE THE LOOK OF!

SO LONG SUCKER! I KNOW THIS ZONE LIKE THE BACK OF MY FIN.

SAFE...

HEY, DON'T GO AWAY!! I HAVEN'T FINISHED WITH YOU YET!

P-TOOOH!

KRSH!

FREE! FREE AT LAST...

OH NO...

DON'T WORRY LITTLE BUDDY. THIS IS ONLY GONNA HURT FOR A SECOND!

NO SONIC, STOP! YOU'RE MAKING A TERRIBLE MISTAKE!

SO, RABBIT, YOU HAVE FRIENDS, DO YOU?

THAT'S OKAY I'LL TAKE YOU ALL ON. ONE AT A TIME OR ALL TOGETHER, I DON'T CARE!

SONIC, PLEASE LISTEN TO ME. YOU'RE NOT YOURSELF. WE CAME HERE TO HELP.

DON'T YOU REMEMBER?

HUH? YEAH...YEAH I THINK I REMEMBER NOW...

PHEW!

YOU HAD US ALL WORRIED THERE SONIC. WHAT HAPPENED?

I GUESS IT MUST BE ALL THE RING ENERGY I'VE ABSORBED OVER THE YEARS. WHEN I WAS IN THAT TIGHT SPOT BACK THERE, I SOMEHOW TAPPED INTO THAT ENERGY AND CHANGED.

I GUESS YOU COULD SAY I LOST MY COOL!

OKAY, SO YOU WANTED ALL THE OIL OCEAN ZONE TRAPS DE-ACTIVATING.

WELL, IF YOU'RE SURE YOU'RE UP TO IT...

UP TO IT? IT'LL ONLY TAKE ME FIVE MINUTES!

AND IT DID.

MORE SIZZLING SONIC ACTION NEXT ISSUE!

# REVIEW Zone

Enter the zone that brings you the up-to-the-nanosecond reviews of all the new releases for the Sega games systems.
**STC REVIEWER THIS ISSUE: Tony Takoushi.**

## SHINOBI 3

game type:
PLATFORM
1 PLAYER

MD

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

### STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

He's back, he's mean - and he sure is lean! **Shinobi 3 - Return of the Ninja Master**, is the latest in the Shinobi series from Sega. This game was reviewed some months ago by quite a few magazines, but has almost been completely rewritten since then with some original weapons and new magic added.

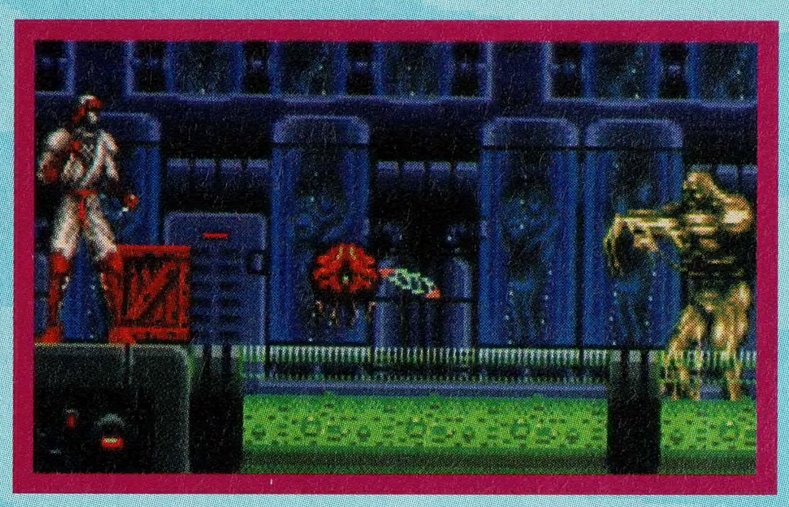
**Shinobi 3** is a really playable game. As before, you control the Shinobi and have to battle through different lands, taking on strange bosses and their lackeys.

You can perform high leaps, double spins, hang from ceilings, throw ninja darts, use magic weapons - and a whole lot more.

Differences between this and previous **Shinobi** games come with new scenes that have Joe Musashi jet-skiing and bareback horse riding! There is also a special wall-bouncing move to get round obstacles. The bosses at the end of each level are gorgeous but special attack styles are needed to get past them.

The graphics, sound and general presentation are excellent. The Shinobi even looks different this time out. His moves are smoother, he is more colourful and packs a mean attack!

Experienced Shinobi players will find **Shinobi 3** has fresh new gameplay and addictive action. - TT.



### FAST FAX

| PUBLISHER | PRICE |
|---|---|
| SEGA | £44.99 |

GRAPHICS 85
SOUND 75
PLAYABILITY 80

**RAVES**
Great new play touches in the latest of a superb series

**GRAVES**
Follow in the Shinobi style of play

**OVERALL 85%**

## MAKE MY VIDEO: INXS

game type:
MUSIC INTERACTION
1 PLAYER

MCD

INXS are the latest additions to the **Make My Video** series for the Mega CD. Other MMV titles have been released in the USA but this is the first official title for the UK market.

The aim is very simple. Edit together a music video of your own making or follow the hints from some strange characters in a pool hall.

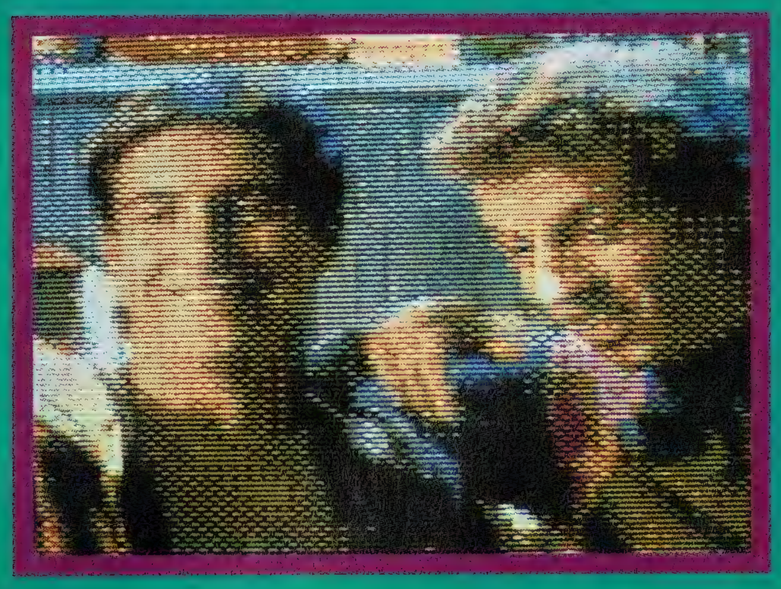
The scene is set with you watching two rather attractive young females playing pool. The only way you get to join in is to edit a video the way they suggest.

The editing is done by choosing from lots of different clips shown on three 'screens'. After selecting your clips you then get to use some fancy video effects to make it look like your favourite music video: Slow mo, strobe, mirror, flip, captions, freeze frame, colour effects and lots more.

Once you've finished the editing the people in the pool hall bar comment on your efforts as you run it over again and again.

There are different modes where you can just check out the videos or compete with the people in the bar.

**Make My Video** with INXS is a fun outing with some great music. But if you're expecting a challenging game you might want to give this a miss, rather than a hit. - TT.



# FAST FAX

PUBLISHER: SEGA

PRICE: £39.99

GRAPHICS 75

SOUND 80

PLAYABILITY 55

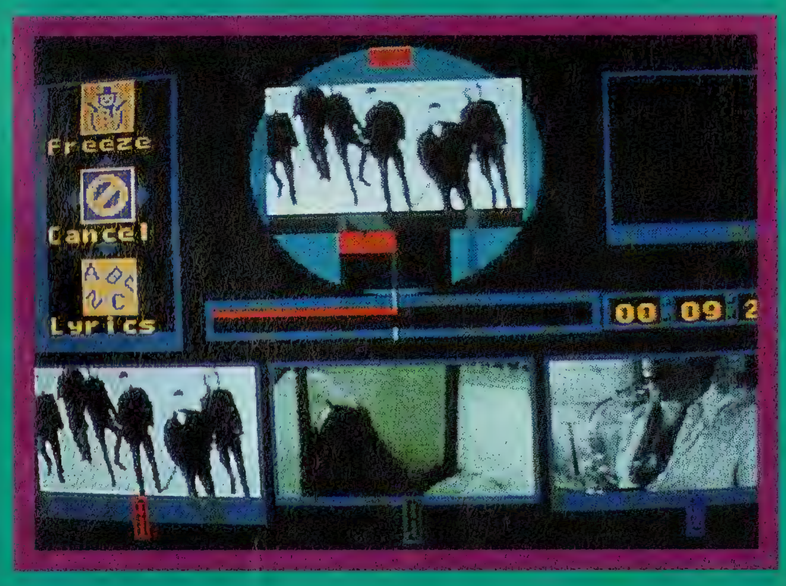
**RAVES**

Brilliant music. Great videos

**GRAVES**

Not really a game

**OVERALL 70%**




# REVIEW

# GUNSTAR HEROES

game type: ACTION

1 PLAYER

MD

Welcome to one of the hottest shoot 'em ups - ever! Treasure is a new Japanese software house all set to produce some ground-breaking games for the Mega Drive.

The story behind **Gunstar Heroes** is very simple: You have to beat an evil creep who has taken over your world. Along the way you get to face some real brutes.

They come at you from all sides, all the time. The action is non-stop and you have a variety of weapons that you pick up on your travels. There are thin lasers, globby bullets, homing bullets and special fire bombs for close combat.

At the start of each game you can choose from four weapons and which four stages you want to begin your mission on. After that the action is varied with running, shooting, riding a train car, climbing a huge rocket and many, many other exciting situations.

Overall, **Gunstar Heroes** is a shooters' dream. It is slick, exciting and probably the fastest shoot 'em up ever written! - TT.

# FAST FAX

PUBLISHER: SEGA

PRICE: £44.99

GRAPHICS 85

SOUND 80

PLAYABILITY 75

**RAVES**

Unbelievable, palm-sweating, heart-pounding action!

**GRAVES**

Non-stop action

**OVERALL 80%**

THE ORIGINAL

# Micro Machines™

SCALE MINIATURES

**The ultimate challenge has arrived for the Sega Mega Drive**

"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant"
N-FORCE

**"Arguably the best race game ever written"**
*Neil West, 92%*
*Mega magazine*

**"One of the best and most original games ever"**
*Look-In*

**93 PERCENT "Probably the most playable game I've ever seen on the Mega Drive"**
*Games Master magazine*

**16-BIT CARTRIDGE**

MEGA GAME

**97 PERCENT PLAYABILITY**
*Mean Machines Sega*

**IF YOU DON'T GET IT, WHAT ARE YOU PLAYING AT?**

**soon for MASTER SYSTEM and GAME GEAR**

Codemasters™

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For further enquiries telephone Codemasters: 0926 814132

MEGA NEW SERIES

# KID CHAMELEON

## PART 1

I GUESS YOU'VE HEARD OF WILD SIDE. YOU MUST HAVE SEEN THE HYPE.

IT'S THIS MEGA NEW ARCADE MACHINE THAT YOU WALK INTO TO PLAY. USES HOLOGRAMS TO CREATE A REALITY NOT OUR OWN. SOUNDS GREAT, RIGHT?

WELL, LISTEN. TWENTY MINUTES AGO I WALKED IN, AND NOW I FIND THERE'S NO WAY OUT.

... AND I'LL TELL YOU, THIS VIRTUAL REALITY FEELS VERY REAL INDEED!

RARRGGHH!

HEY! AND YOU WERE MY FAVOURITE IN THE WIZARD OF OZ!

WHIRR!

HOLY COMBINE HARVESTERS!

**Script:** Michael Cook **Art:** Brian Williamson/Steve White **Lettering:** Ellie de Ville

THAT'S THE LAST TIME I EAT SHREDDED WHEAT FOR BREAKFAST.

BOY, AND DOESN'T BREAKFAST SEEM A LONG TIME AGO NOW...

IT WAS A NORMAL ENOUGH KINDA MORNING. THRASHED ROBOTNIK HOLLOW ON **SONIC 2**, PUMMELLED MR X TO A PULP IN **STREETS OF RAGE**. I WAS FEELING PRETTY GOOD, BUT I'D FORGOTTEN THE ONE BOSS I NEVER COULD GET PAST...

CASEY!

JUST A MINUTE!

Sonic

ALIENS PREDATOR PUDDLEHEAD DAY

MY MUM.

Shine

CASEY, I'M NOT TELLING YOU AGAIN. NO SON OF MINE SPENDS ALL WEEKEND INDOORS PLAYING VIDEO GAMES.

GIVE ME THIRTY SECONDS! TWO LEVELS MORE AND I'VE CLOCKED THIS ONE.

I'VE TOLD THAT *NEW GIRL'S* MUM YOU'D GO NEXT DOOR TO SEE HER...

...AND YOU'RE GOING!

I... I CAN'T BELIEVE YOU JUST DID THAT! FOUR MILLION POINTS, AND SIX CONTINUES. I'LL RING DAD. I'LL RING *CHILDLINE!*

YOU REALLY OUGHT TO GO OUT AND MIX WITH PEOPLE, YOU KNOW. YOU'LL LIKE *SUZI*...

*SUZI?* SUZI MOVED *NEXT DOOR?* I FIGURED I COULD GIVE THE MEGA DRIVE A REST FOR THE AFTERNOON.

SUZI'S JUST STARTED AT SCHOOL, SEE, AND SHE'S KIND OF NEAT. A REAL GOOD LAUGH, AND SHE PLAYS A **GAME GEAR** BETTER THAN MOST OF MY MATES.

ALI'S

WILDSIDE IS HERE!

I FIGURED IF SHE LIKES VIDEO GAMES, SHE'D BE DOWN AT THE **ARCADE**. TODAY WAS THE DAY THEY BROUGHT OUT THE **WILD SIDE** MACHINE — THE STATE-OF-THE-ART **VIRTUAL REALITY** SYSTEM.

NORMALLY, I'D BE DEAD EXCITED BY THAT. TODAY, I WAS REHEARSING JUST WHAT I COULD SAY TO SUZI...

WELL, YOU KNOW HOW IT IS WHEN YOU WANT TO MAKE AN IMPRESSION...

WHOOOAA!

THWAAM!

OOF! OUCH! PAIN!

ER... HI.

HI.

SUZI?

THAT'S RIGHT.

YEAH... HI, I'M CASEY... FROM SCHOOL. I, ER, LIVE NEXT DOOR TO YOU NOW AS WELL. AND, ER...

THIS CREEP *BOTHERING* YOU?

WILD PILOT

ER, NO, I...

I'M BRAD. WANT TO BE FIRST IN TOWN TO GO *WILD SIDE*?

*BRAD HAS THE KIND OF MOVES TOM CRUISE WOULD DIE FOR. HE'S SLICK, HE'S SMOOTH, HE'S THE COOLEST KID IN SCHOOL. I HATE HIM.*

BIG DORK-BRAIN!

HEY, WHAT GIVES? YOU FANCY HER?

NAH. COURSE NOT. JUST MY MUM KNOWS HER MUM, YOU KNOW HOW IT IS, DYLAN...

SO, ANYWAY, I WAITED THREE HOURS IN THAT ARCADE FOR THEM TO COME OUT. NOT THAT I WAS DESPERATE TO TALK TO SUZI OR ANYTHING.

HEY, I'M OUTTA HERE, MAN. YOU COMING?

NAH, I WANT TO CHECK OUT WILD SIDE. BEATEN EVERYTHING ELSE IN THIS ARCADE.

GUESS YOU'LL BE A COUPLE MORE HOURS THEN. RECKON SUZI AND OLD BRADDY BOY'VE HIT A HI-SCORE, KNOW WHAT I MEAN?

SURE BEEN IN THERE A LONG TIME.

... AND THEN I NOTICED IT. THE DOORS ON WILD SIDE STARTED TO OPEN, STEADY AND SLOW.

SUZI? BRAD? HOW'S THE GAMEPLAY THEN, GUYS?

GUYS?

KKCHUNNG!

AT LAST!

BRAD?

A TRULY WORTHY OPPONENT. WELCOME, CHAMELEON...

HEY, GREAT SOUND EFFECTS, BUT YOU GOT THE NAME WRONG...

AND THEN THE GAME STARTED — FAST AND HARD.

WHICH IS WHERE YOU CAME IN.

ARRRGH!

IT'S SUPPOSED TO BE VIRTUAL REALITY, RIGHT! BUT THE CHASE MAKES YOU SWEAT AND THESE TEETH ARE SHARP.

GUESS I JUST HAVE TO KEEP REMINDING MYSELF IT'S AN ELECTRONIC ILLUSION. JUST CHANGING PATTERNS, LIKE BITS OF GLASS IN A TOY KALEIDOSCOPE.

NOT REAL ... KALEIDOSCOPE ...

JUST CHANGING COLOURS, LIKE THE SKIN OF A CHAMELEON.

HEY...?

WHAT'S HAPPENING--?

NOT REAL ... CHAMELEON ...

NEXT ISSUE — IN THE UNDERCUTS!

# NEWS Zone

# Gee it's the GGGG!

Looking like something out of *Batman Returns*, the Game Gear Game Genie installed.

## Game Gear gets own Game Genie

Frustrated Game Gear players, help is at hand - there is a **Game Genie** coming your way soon!

The latest in a long line of **Game Genie** video game enhancers has been designed specifically for Sega's hand-held game system.

Looking like something Batman would not be ashamed to have in his utility belt, the **GGGG** slots into the Game Gear's cart slot and accepts standard GG cartridges. On power-up, a code screen is shown onto which you can enter **Game Genie's** special codes. These enable you to access extra lives, more weapons, special sections and a whole lot more. A glance at STC's Q Zone will show you the types of codes available for Mega Drive owners using the **Game Genie**.

The Game Genie unit for the Game Gear. It slots into the normal cartridge slot.

Initially, there will be codes available for over 90 of the most popular Game Gear games, with regular updates available via a special phone helpline. A mini-codebook comes with the **GGGG** which can be stored in the back of the unit.

Hornby Hobbies, UK distributor of the **Game Genie**, plan to release the **GGGG** around December 93/January 94. No price details as yet.

In a mysterious statement to STC, Hornby Hobbies said that the **Game Gear Game Genie** will also contain a number of "...hidden secrets yet to be revealed". We'll keep you posted.

# Buses Get In Gear

Formula One race ace Damon Hill flags off the ultimate motor race: Sonic versus the Sega Buses! Any bets on the winner?

The **Sega Bus** is continuing to tour the country bringing high-tech Sega funpower to a venue near you.

A special phone line has been set-up to bring to the very latest timetable for the buses (all three of them) during the summer months. All you have to do is call the following number:

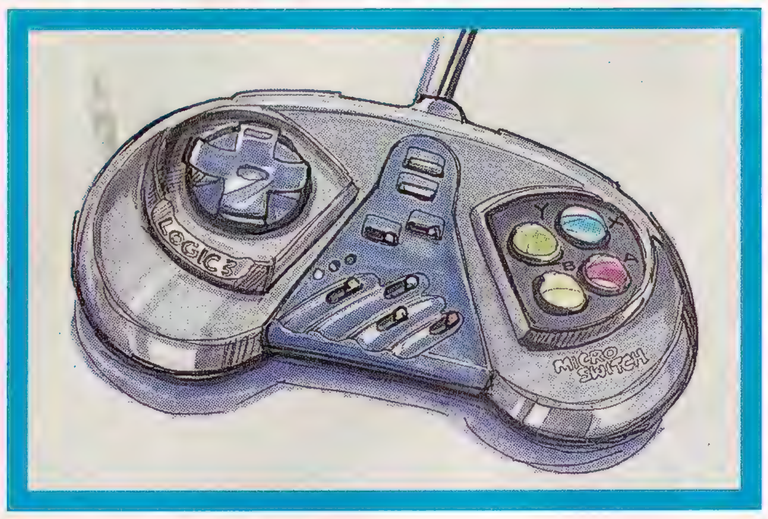
**0891 700505**

Calls to this number are charged at 36p per minute cheap rate and 48p per minute at all other times. You must make sure you have the permission of the person who pays the phone bill in your house before you make your call. All revenue generated from the line will be donated to the NSPCC.

If you get to one of the buses let STC know how you got on, and, if possible, send us a photo of you with the bus. We'll print the best ones in future issues.

# The Shape Of Sticks To Come

## Logic 3 previews two new controllers




The Logipad - artist's impression

Power hitters, get ready. Logic 3 have given a sneak preview of two new console controllers currently in development.

The **Logipad** is the world's first games pad with closed micro switches. It also features independent semi and autofire on all six fire buttons. Pricing is expected to be from £17.99.

The **Phantom** is a larger controller, also with closed micro switches. In addition it features a eight-directional arcade-type joystick and six fire buttons. Other goodies are autofire speed control, slow motion and a generous 2.5 metres of cable. Price is expected to be £24.99.

Both controllers are fully compatible with the Sega Mega Drive and some other inferior game systems. Launch dates have yet to be confirmed. Keep watching the skies.

The Phantom - still on the drawing board

# Pond Life

## James Pond comes up for the third time

**James Pond 3 - Operation Starfi5h** marks the return of gamedom's favourite finned secret agent to the Mega Drive scene.

This new 16-Meg cart, coming from Electronic Arts in September, features over 100 levels of cosmic capers as James Pond heads for the Moon. His mission is to stop the evil Dr. Maybe who has a fiendish plan to monopolise the world's dairy market (hey, it beats destroying the universe!)

Pond is joined in the new game by trainee F.I.5.H. agent Finnius Frog, and is armed with a whole new range of weapons and power-ups. In addition to JP's jumping, running and walking abilities, he now gets to use suction boots (allows him to walk on any surface), a fruit suit (doubles as a deadly attack weapon - honest), skis, rocket boots and anti-gravity boots. He also gets to drive a lunar buggy, a drilling machine, a giant moon-worm and a mini rocket.

**James Pond 3 - Operation Starfi5h** is due in September for the Mega Drive, priced £44.99. Watch for the unbiased STC review.

James Pond: boldly going where no fish has gone before!

# New Releases - September

Christmas is coming (aargghh!) and the big games are coming out to play. Here is a list of new releases heading your way during September. It's as accurate as we can make it but, be warned, there could be last minute changes, additions or deletions. The software companies just love to bug us!

MD

- Jurassic Park (Sega)
- Ultimate Soccer (Sega)
- Shinobi 3 (Sega)
- Wimbledon Tennis (Sega)
- Ranger X (Sega)
- Gunstar Heroes (Sega)
- Rocket Knight (Konami)
- Haunting (Electronic Arts)
- Chuck Rock 2: Son of Chuck (Core Design)
- James Pond 3 (Electronic Arts)
- F1 (Domark)

MCD

- Terminator (Virgin)
- Wonderdog (JVC)
- Thunderhawk (Core Design)
- Sherlock Holmes 2 (Sega)
- Make My Video: INXS (Sega)
- Make My Video: Kriss Kross (Sony)
- Make My Video: C&C Music Factory (Sony)
- Sewer Shark (Sony)
- Chuck Rock 2: Son of Chuck (Core Design)
- Batman Returns (Sega)

MS

- The Flash (Sega)
- Power Strike 2 (Sega)
- Chuck Rock 2: Son of Chuck (Core Design)
- Road Runner (Sega)
- Wolf Child (Virgin)
- Super Off Road Racing (Virgin)

GG

- Power Strike 2 (Sega)
- Strider 2 (US Gold)
- Wolf Child (Virgin)
- James Bond 007 (Domark)
- Chuck Rock 2: Son of Chuck (Core Design)

Start making those lists now, Boomers!

# SECRETS OF SONIC 2

## 100 FREE!

**SONIC THE HEDGEHOG 2 GUIDE BOOKS TO BE GIVEN AWAY**

Amazing but true! STC has **100** of the fab new **Sonic The Hedgehog 2** playing guide books from Hippo Books to give away FREE!

Written by STC's own Tony Takoushi (not him again!), this book is the ultimate guide to completing **Sonic 2**. Maps, walkthroughs, cheats, hints, tips - and the secret hidden zones of **Sonic 2** - it's all here! There's even a sneak preview of the mega-exciting new **Sonic CD**!

Picture yourself as the proud owner of one of these **Official Sega Solid Gold Guides to Sonic 2**. All you have to do is send a postcard or sealed-down empty envelope with your full name and address printed neatly on it to the address on this page. The first 100 pulled from one of Tony Takoushi's old green wellies on Monday 6th September (the closing date) will each receive one of Hippo Books' **Sonic The Hedgehog 2** guide books.

**Send your cards to:**
**Sonic The Comic/Hippo Books freebie,25-31 Tavistock Place, London WC1H 9SU.**
**Don't delay - the secrets of Sonic 2 await!**


"And Wilkins sends an inch-perfect pass to no-one in particular."
(Bryan Butler)

Two corner kick figures. Around £1·70.

Subbuteo
Accessories

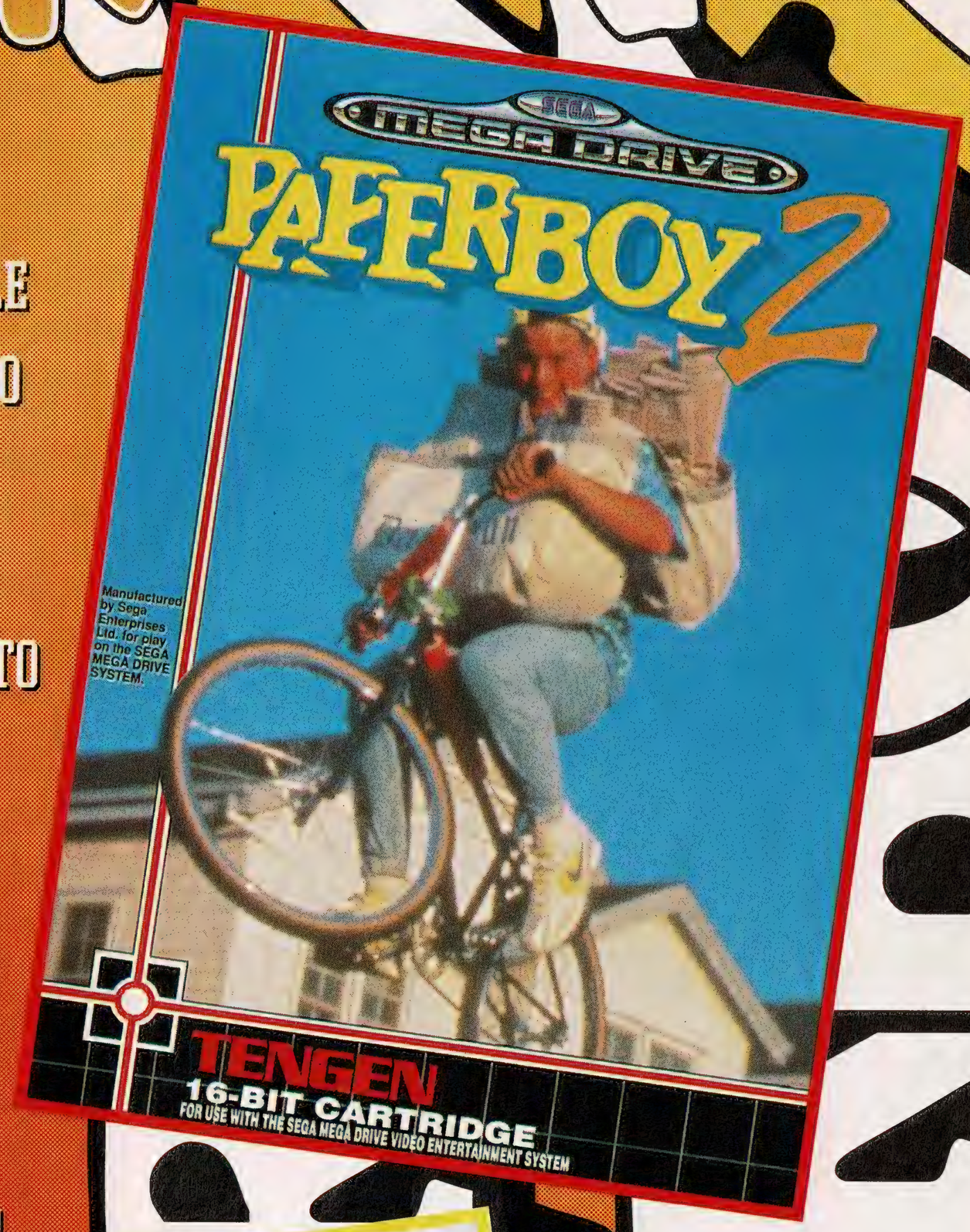
"Puts the game in a different league, Brian."

# ON YER BIKE!

THE QUESTION IS CAN YOU HANDLE PAPERBOY 2 AN AWESOME SEQUEL TO ARCADELAND'S MOST POPULAR BIKE RIDE?

*MORE* CUSTOMERS TO DELIVER TO (BOTH SIDES OF THE STREET), *MORE* NON-SUBSCRIBERS TO ANNOY, *MORE* OBSTACLES, *MORE* MEANIES AND *MORE* EXCITEMENT THAN EVER BEFORE.

SO GET ON YER BIKE...AND RIDE!


SEGA
MEGA DRIVE
PAPERBOY 2
Manufactured by Sega Enterprises Ltd. for play on the SEGA MEGA DRIVE SYSTEM.
TENGEN
16-BIT CARTRIDGE
FOR USE WITH THE SEGA MEGA DRIVE VIDEO ENTERTAINMENT SYSTEM

DOMARK

SEGA MEGA DRIVE

TENGEN
VIDEO GAMES

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THE CITY. TEN MINUTES IN THE FUTURE. PATROLMAN **AXEL STONE** RADIOS IN.

STONE TO CONTROL. RESPONDING TO DISTRESS CALL FROM FINCH ALLEY.

NO SIGN OF ANY TROUBLE. I'LL TAKE A LOOK AROUND.

MEGA NEW SERIES

# STREETS OF RAGE

LISTEN UP, CREEPS! THIS IS THE **POLICE!**

NO POINT HIDING...

THIS PLACE IS GONNA BE CRAWLING WITH COPS ANY MINUTE!

YOU SHOULDN'T HAVE **COME** HERE, LAWMAN...

**Script:** Mark Millar **Art:** Peter Richardson **Letterings:** Tom Frame

'COZ YOU'RE NEVER GONNA LEAVE IT IN ONE PIECE!

UNGH!

HIT HIM HARD!

CONTROL! THIS IS AXEL STONE... WHERE'S THAT BACK-UP?

OOOF!

GET HIM!

FOR PETE'S SAKE, CONTROL! WHERE'S MY BACK-UP?

NOBODY'S COMING, AXEL!

NOBODY CARES WHAT HAPPENS TO A COP WHO SQUEALS ON HIS FRIENDS!

BARELY CONSCIOUS, AXEL STILL RECOGNISES THE VOICES.

COPS!

THESE GUYS ARE COPS!

MUCH LATER.

CHIEF SAID HE **THREW HIMSELF** INTO THE RIVER... SWAM NEARLY TWO MILES AND WAS FISHED OUT BY A TRAWLER.

OH, **MAX**... WHAT HAVE THEY DONE TO POOR **AXEL**?

YOUR FRIEND WAS LUCKY TO ESCAPE WITH HIS LIFE.

X-RAYS SHOW EXTENSIVE BONE DAMAGE AND MASSIVE INTERNAL BLEEDING.

HARD TO IMAGINE HOW HE MANAGED TO GET AWAY.

I DON'T THINK THE PROBLEMS END **HERE**, OFFICER FIELDING. THIS WAS FOUND IN HIS CLOTHING.

NOT OVER YET, SQUEALER

YOU'RE DEAD! dEAD! DeAd!

DOWNTOWN.

THIS PRECINCT STINKS, CAPTAIN WYNDAM. ALMOST EVERY COP IN THE DEPARTMENT IS ON THE TAKE --

YOU INCLUDED!

STOP

MAIN PRECINCT POLICE DEPARTMENT

THOSE ARE MIGHTY **SERIOUS** ACCUSATIONS, MAXIE-BOY. JUST **HOW** DO YOU INTEND TO BACK THEM UP?

DUTY ROSTA

WE'RE THROUGH MAKING **COMPLAINTS**, WYNDAM --

WE **QUIT**!

MAX! BLAZE! WHAT THE HELL IS GOING ON HERE?

IF YOU TWO BREATHE A WORD TO THE MEDIA I'LL--

SHOVE IT, FATBOY!

GREAT! **NOW** WHAT DO WE DO?

WE HIT BACK AT THE CREEPS WHO ALMOST KILLED AXEL, BLAZE! WE CAN'T TRUST THE POLICE OR THE CITY COUNCIL, SO WE TAKE CARE OF THINGS **OURSELVES**.

FIRST STOP --THE **GUN STORE**! WE NEED SOME SERIOUS **FIREPOWER**.

LATER, A PHONE RINGS IN A PLUSH, UPTOWN APARTMENT.

PHONE FOR YOU, HAWK.

IT'S POLICE CAPTAIN WYNDAM.

WHAT IS IT, WYNDAM?

MUST YOU ALWAYS CALL WHILST I'M TAKING MY EXERCISE?

WHAT? YOU CALL ME AT HOME TO TELL ME TWO POLICE OFFICERS HAVE RESIGNED?

YOU DON'T UNDERSTAND, SIR. THESE AREN'T TWO ORDINARY POLICE OFFICERS. I'M TALKING ABOUT BLAZE FIELDING AND MAX HATCHET—

W.WYN

BLAZE AND MAX? WHY DIDN'T YOU SAY SO, WYNDAM--

NOW IT'S PERSONAL!

NEXT: THE CLEAN-UP BEGINS.

Midland Livecash is available for 11-18 year olds. You must be 16 to receive the driving lesson vouchers and 17 to use them. ©MIDLAND BANK plc. 1993.

# 25% OFF COMPUTER GAMES. JUST ONE MORE REASON TO OPEN A LIVECASH ACCOUNT.

**When you open a Midland Livecash account, you get your own Livecash card, which gives you instant access to your money from more than 6,000 cash dispensers throughout the country.**
**You also get a pack of discount vouchers, and for once, they're for things you'd actually want to buy.**
**They'll save you up to £11 on many of the top Sega or Amiga games.**
**They'll save you £5 on any Playhouse or Our Price Video.**
**They'll save you money on all sorts of things from pizzas and cinema tickets, to clothes, CD's and cameras.**
**And if you're over 16, they'll get you your first BSM driving lesson free, and save you £3 off the next five.**
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NAME (MR/MISS/MS)* SONIC/21.08

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*The Listening Bank*
*member* HSBC *group*

# Q Zone

**Q is for Question.**
**Q is for Query.**
**Q is for Quandary.**
**Enter the Q Zone for hints, tips and help with your favourite Sega games.**

**Welcome again to the Q Zone, a place of help and solutions to those really difficult games. Our Game Guru, David Gibbon, is standing by to answer your problems. Drop a line to the Q Zone with your query. Alternatively, share a hint, tip or solution with your fellow gamers. All are welcome.**

## MICRO MACHINES Tips

MD

This is the first Sega game from Codemasters and is one of the best releases of the year up to now. If you are having problems with the game then take a look at these general tips for help:

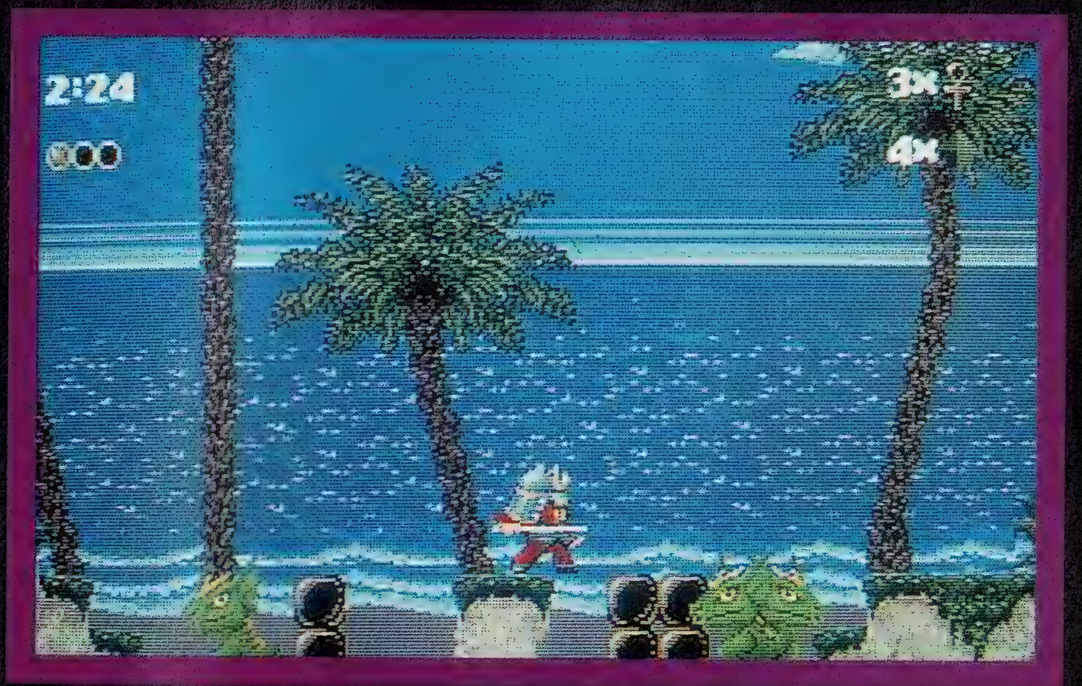
1. Always select Spider for yourself as he is the best driver available. Choose a hard driver as your opponent in the early rounds leaving the easier ones for the harder courses.
2. The secret to winning is practise. Get used to track 1, complete it, then go onto track 2. Get used to track 2, complete it, then onto the next one. Keep going like this and you will soon be the champion.
3. You don't have to stick to the track when driving, making it easy to take short cuts to get in front of your opponent.
4. On courses where you race on a table top, it's possible, with careful driving, to ram your opponent off the table winning you a valuable point.
5. Racing around the pool table in the formula one cars is probably the most difficult track. Because of the great speed they travel at, it's easy to fly off the edge. The trick is to press the accelerator button and as soon as you build up an acceptable speed let go. Keep doing this and you should be able to take the corners much better.

## KID CHAMELEON Tips

MD

With the start of the series in this issue of STC, here is some help for this great Mega Drive platformer. If you have been wondering what it would be like to see the last boss then wonder no more because here is the cheat to do just that:

Start by making your way to the Blue Lake Woods in Level 2 until you come to the Flag at the end. Don't touch the Flag, but climb up to the last Prize Block and press Down and Right while keeping the Jump and Special Attack buttons held down.




## MICK & MACK: GLOBAL GLADIATORS Tips

MD

Playing this game as Mick or Mack can be great fun, but hard. Great graphics, sound, and bonus screen don't help you complete the game. However, using this cheat will make it much easier:

Reset the game and as soon as the Sega logo appears press C, B, A and Start in a rhythm four times before the logo disappears. It's quite hard to get right, but if done correctly a crack screen will appear giving you Infinite Lives, Level Select and a Photo Freeze.

# COBRA COMMAND

Tips

MCD

One of a new breed of games on the Mega CD. Cobra Command is a great flight simulation with brilliant graphics. Problem is, it's very difficult and you constantly have to restart from the beginning. However, here is a cheat to change all that:

Press Start so that both Game Start and Config Mode appear. Press Up, Down, Left and Right. You should hear an explosion sound telling you the cheat is activated. Then select Config Mode and an extra option, Training Mode, should appear. Now, every time you lose a life you just continue the game!

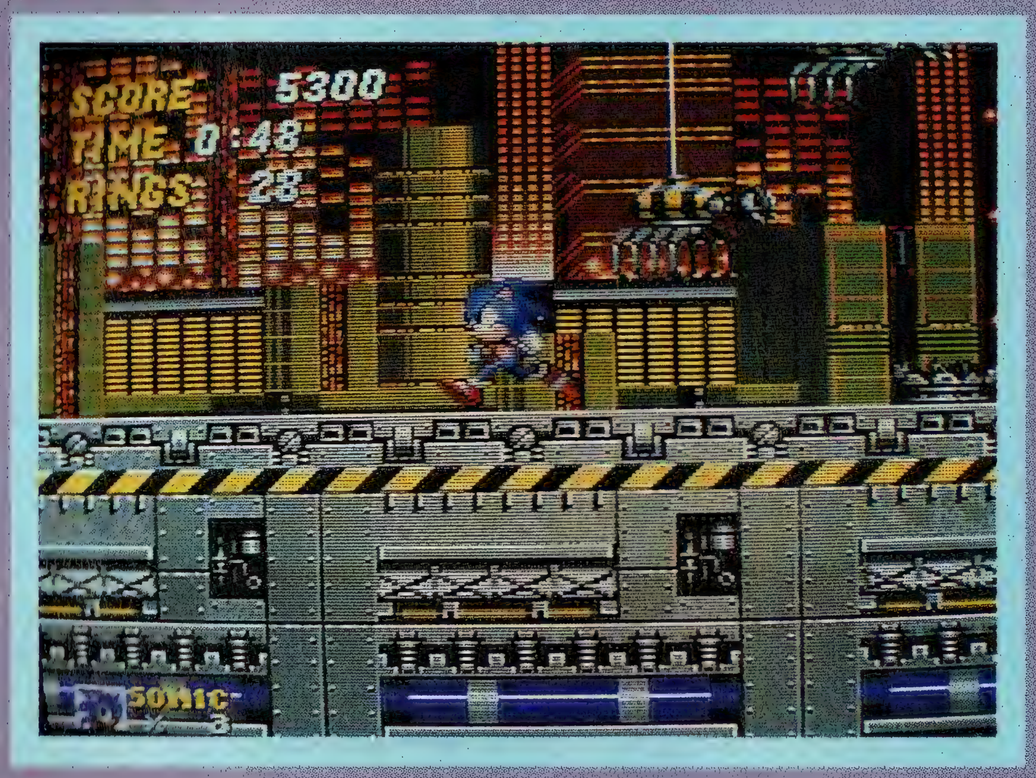
To become invincible press B, A, C, A, Left, Left, Right and Left on the title screen, and for a Level Select press Up, Left, Right, Right and Up. You can now select your level by pressing the Left or Right button.

# SONIC THE HEDGEHOG 2

Tips

MD

Oh no, not that level select cheat again, surely? No way, this is a new cheat for Sonic 2 in the Casino Night Zone:




Jumping into the fruit machine is a bit of a gamble; sometimes it pays off, and sometimes it can be disastrous. To help you win loads of rings try this: Start the wheels spinning and as soon as the first reel stops press C immediately. If you timed it to perfection reels two and three will get the same symbol as reel one.

# game genie update

Got a Game Genie (if not, why not?) Got a Mega Drive? Then you'll find these new codes mega useful!

Special thanks to those friendly folk at Hornby Hobbies for supplying the Game Genie codes

## LEMMINGS

There's almost as many Game Genie codes for this game as there are Lemmings! Here's are a few to give you lots of workers:

| | |
|---|---|
| Always start with 50 climbers | SVJTBRDL + GKJTAADN |
| Always start with 50 floaters | SVJTBRDL + GKJTAADW |
| Always start with 50 bombers | SVJTBRDO + GKJTAAD2 |
| Always start with 50 blockers | SVJTBRD6 + GKJTAAD8 |
| Always start with 50 builders | SVJTBREC + GKJTAAEE |
| Always start with 50 bashers | SVJTBREJ + GKJTAAEL |
| Always start with 50 miners | SVJTBRER + GKJTAAET |
| Always start with 50 diggers | SVJTBREY + GKJTAAEO |

## JAMES BOND - THE DUEL

We printed the solution to this game in STC 4. However, for Game Genie owners, here are some codes to help Bond on his way.

| | |
|---|---|
| Infinite lives | ATGAAA56 |
| Infinite continues | ATGAAA70 |
| Infinite ammunition | AE8AAA9N |
| Starts on Mission 2 | AECAAAGC |
| Starts on Mission 3 | AJCAAAGC |
| Starts on Mission 4 | ANCAAAGC |
| Starts on Mission 5 | ATCAAAGC |
| Cannot be harmed by enemy fire | AMKAAA56 |
| Jump higher | 7LPTB98E |

## TAILSPIN

Fly yourself out of trouble with these great codes for another fun-packed Disney game.

| | |
|---|---|
| Infinite lives - player 1 | ATSTAA92 |
| Infinite lives - player 2 | ATTAAA66 |
| Infinite health - not on plane level | EMSTCA66 |
| Infinite time | AJSAAA9N |
| Star prize is worth double | P11ABJXW |
| Star prize is worth treble | P11ABNXW |
| 8 days to complete game | BAPTAADY |
| Time runs slower | EASAB2HG |

# WONDER BOY

## in DEMON WORLD part 6

SHION THE WONDER BOY IS SEARCHING IN DEMON WORLD FOR SOME VILLAGERS WHO'VE BEEN KIDNAPPED BY GRIMOMEN THE DEMON LORD.

THE SHAME INN IN DEMONOPOLIS.

ARGH-GH-GH GOTTA... CONTROL MY ARM...

SHALL WE KILL 'IM?

I DUNNO. 'E 'AS *GRIMOMEN'S MARK* ON 'IS 'AND!

WATCHIT!

OI! WHO YOU PUSHIN'?

LET 'IM GO. HE'S GOT THE *MARK* ON 'IM.

YOU DON' WANNA MESS WITH THE *MARK*.

UH... UH... CAN BARELY HOLD IT...

NO! I WON'T LET IT *CONTROL* ME!

MUST *STRAP* IT DOWN!

**Script:** Mark Eyles **Art:** Boyann/Burns **Lettering:** Steve Potter

THAT'S BETTER. NOW TO GET GRIMOMEN BEFORE MY ARM *KILLS* ME!

GRIMOMEN'S GOT TO BE AT THE BOTTOM. HOW'M I GONNA...

WAIT... THOSE *FLYING BOATS!*

YES? CAN I HELP Y.....

OUTTA MY WAY!

HEEEEELP...

EEII!

LOOK. IT'S WONDER BOY.

SHHH! DON'T TELL... OH... FORGET IT. I GUESS THEY KNOW I'M HERE ANYWAY.

WHY DOES EVERYBODY HAVE T'CALL ME *WONDER BOY?* THE NAME'S *SHION!*

AS SOON AS I GET OUT OF THIS MESS THERE'S GONNA BE SOME CHANGES!

*CRARK* Y'LOOK WEAK AND WEARY. WOULDN'T GO DOWN THERE...

'TIS THE DEMON LORD'S DREARY *MIDNIGHT PIT LAIR.*

WHY, THANK YOU, RAVEN. THAT'S *MOST* HELPFUL!

THERE ARE *PEOPLE* DOWN HERE...

OH MY GOSH! THEY'RE TURNING INTO DEMONS.

HELP US.

KILL ME.

GRIMOMEN DID THIS TO US. YOU MUST STOP HIM. HE'S BUILDING AN ARMY.

EVENTUALLY, SHION REACHES PIT BOTTOM.

MARK WUZ HERE!

AH, I'VE BEEN *WAITING* FOR YOU.

I'M GOING TO NAIL YOU TO THE WALL AND WHEN YOUR TRANSFORMATION IS COMPLETE YOU'LL SIT AT MY RIGHT HAND...

...AND *KILL* AT MY COMMAND.

*NEVER!*

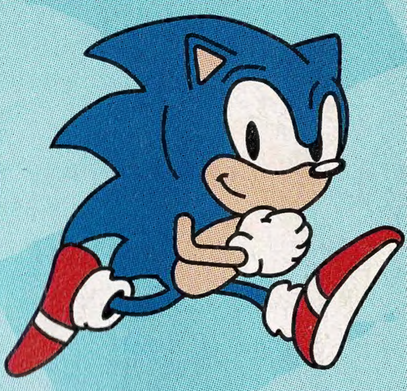
I'VE COME TO TAKE MY FRIENDS BACK.

HAH, HA, HA! *YOU?* SHION THE WONDER BOY?

WHAT MAKES YOU THINK YOU CAN ENTER MY *PITCASTLE* AND THREATEN ME?

*NEXT ISSUE: DEMONIC TRANSFORMATIONS*

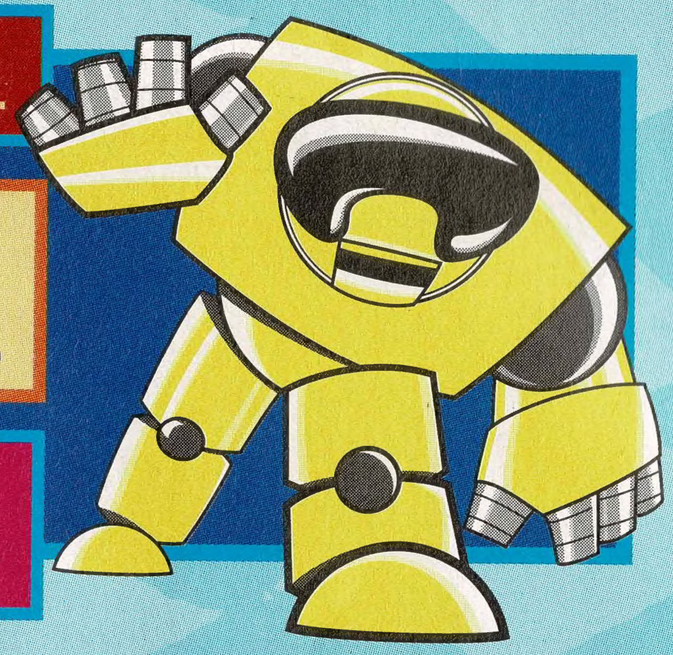
# SPEEDLINES



**Dash off a letter, draw a quick sketch. In short, let Megadroid know what you like (or loathe!) about STC.**

**Send your letters and drawings to:
Speedlines, Sonic The Comic,
25/31 Tavistock Place, London WC1H 9SU.**

**Write your name, address and Sega system (MD, MCD, MS or GG) clearly. Remember, every letter and drawing printed wins a Segasational prize!**



## Better Than Eating

Dear STC,

When I first read your comic it was dinner time and I got so interested in it I would not eat my dinner. I thought as soon as I finished reading it I'm writing to **Sonic The Comic**.

Here I am.

If you would publish this I would be running around showing everyone. So please print my letter.

**Lucinda Wade, West Auckland, Co. Durham. MS owner. Sonic badge winner.**

*So what happened, Lucinda. Did you eventually have your dinner? Did you ever eat again? You can't leave the massed ranks of STC Boomers dangling like this. We demand to know!*

## Good Idea

Dear Sonic The Comic,

What a comic! It's the best I have seen since the Beano. I would like you to answer this question. What gave you the idea to turn Sega characters into comic strips?

**Robert Davies, Blaenavon, Gwent. MS owner. Sonic badge winner.**

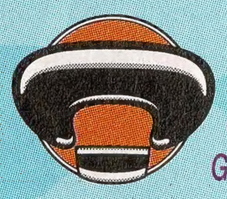
*Easy one, Robert. When we saw what fabulous characters Sega used in their game how could we not make them into comic strips?*

## Choose Early For Christmas!

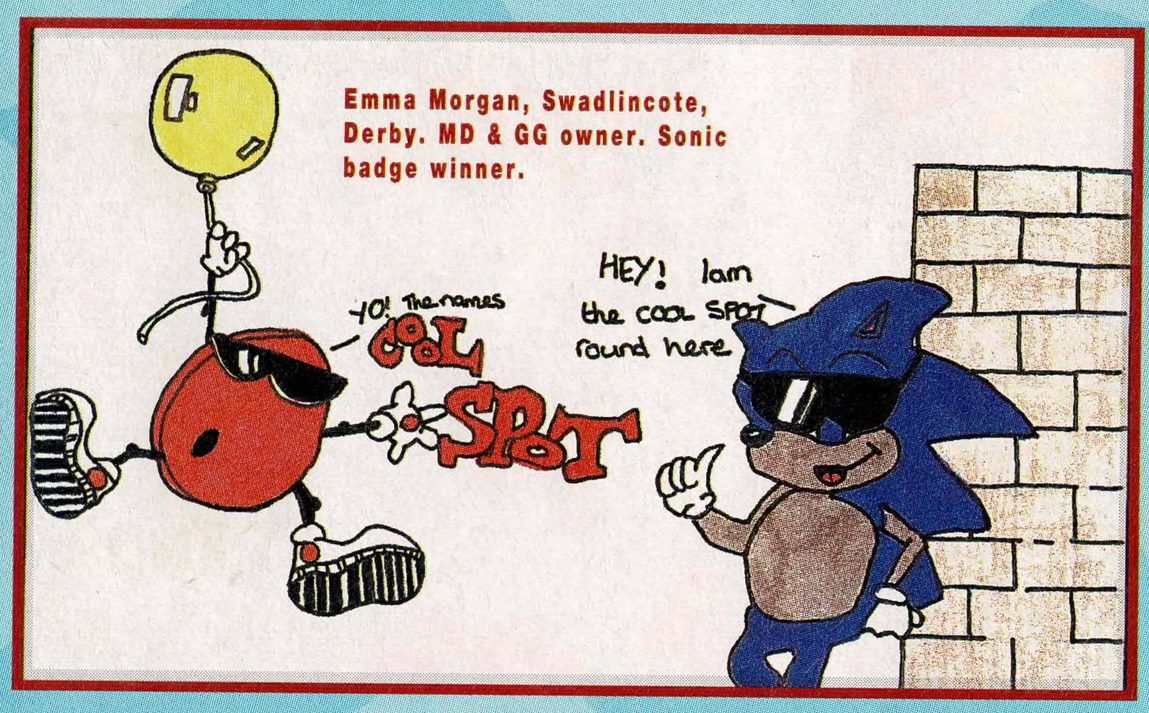
Dear STC,

I am writing to ask which I should get for Christmas. Should I ask for a Game Gear, a Mega Drive or a Mega Drive 2? Please tell me which is the best value for money and which has got the widest range of games, also good but cheap games (I only get £5 per week).

**John Thompson, West Bowling, W. Yorks. Sonic badge winner.**



*Tough choice, John. The Game Gear has the cheaper games but has a very small screen and only runs 8-bit games. The Mega Drive is more expensive but has a huge range of top quality 16-bit games, which are more pricey. And the Mega Drive 2 isn't even out yet! I suggest you talk nicely to whoever is buying your present and see what they can afford. Any other Boomers out there got any advice for John?*




**Emma Morgan, Swadlincote, Derby. MD & GG owner. Sonic badge winner.**

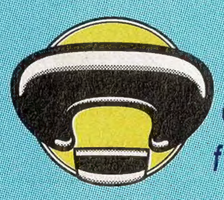
**Super Sonic! Scott Jackson, Preston, Lancs. MD owner. Sonic badge winner.**

## Class Act

Dear STC,

Most of my class and I buy STC because it's great value for money. We all say it beats the living daylights out of other comics. Will you do a strip of Chuck Rock?

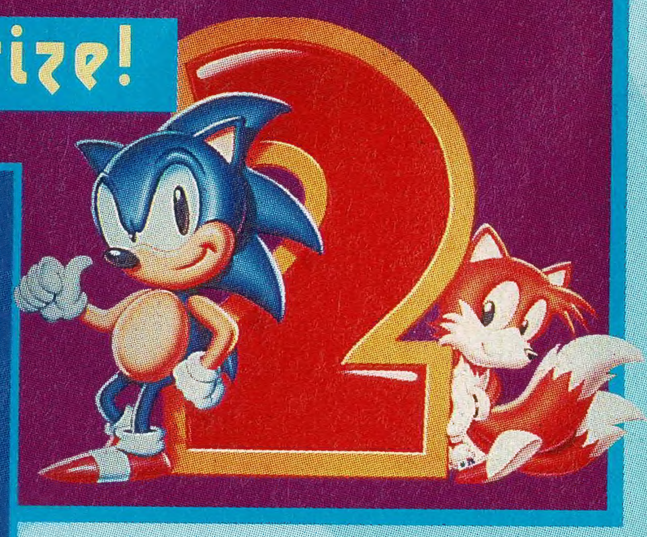
**Darren St Marie, London. Sonic badge winner.**



*Sounds like you're in a pretty cool class, Darren. Say hi to them for me. As for Chuck Rock, I'll put him on my ever-growing list of strip possibilities.*

## Get Printed + Win a Prize!

**It's true! Every letter and drawing appearing on this page wins a Segasational prize! Yes, this brilliant Sonic 2 badge - exclusive to STC - can be yours! Commemorating the earth-shattering appearance of the second Sonic The Hedgehog game, the badge shows Sonic and Tails, is made of metal and has a snazzy clutch pin fitting. Be the coolest Sonic Boomer in your area - get writing and drawing now!**



# NEXT ISSUE

GET STREETS AHEAD WITH THE HOTTEST COMIC AROUND!

## STREETS OF RAGE

Feel the rage as Max and Blaze get tough on the streets!

## KID CHAMELEON

Fields of Screams: Red Stealth scythes through the Wild Side baddies

## WONDER BOY

Shion vs Grimomen - the fight to the finish!

## PLUS

The story you've been waiting for -

## THE ORIGIN OF SONIC THE HEDGEHOG

DON'T BE A LOSER - ORDER YOUR COPY NOW!

## SONIC THE COMIC No. 8

SIZZLING YOUR WAY SATURDAY SEPTEMBER 4th

95p

THE AFFORDABLE COMIC!

# DATA STRIP

Fill in & send to:

**Sonic The Comic,**
25/31 Tavistock Place,
London WC1H 9SU

## WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

## HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

## GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

## MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 7 OF STC?

☐ %

# S.T.C. Star Pin-Up

## Sonic The Hedgehog